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Xiaoming Wei, Ye Zhao, Zhe Fan, Wei Li, Suzanne Yeakum-Stover, Arie Ka July 2003 **SCA '03: Proceedings of the 2003 ACM SIGGRAPH/Eurographics animation**

Publisher: Eurographics Association

Full text available:  Pdf (11.53 MB)

Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 95, Citation

We present an approach for simulating the natural dynamics that emerge to lightweight, mildly deformable objects immersed within it. We model Boltzmann Model (LBM) extended with a subgrid ...

2 [An updated cross-indexed guide to the ray-tracing literature](#)

L. Richard Speer

 January 1992 **SIGGRAPH Computer Graphics**, Volume 26 Issue 1

Publisher: ACM

Full text available:  Pdf (2.94 MB)

Additional Information: full citation, reference,


Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 97, Citation

3 [Using guidelines to assist in the visualisation design process](#)

Keith V. Nesbitt

January 2005 **APVIs '05: proceedings of the 2005 Asia-Pacific symposium on visualisation - Volume 45**, Volume 45

Publisher: Australian Computer Society, Inc.

Full text available:  Pdf (369.15 KB)


Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 90, Citation

The design process of any visualisation involves many design decisions. design decisions is to provide guidelines. This paper introduces the MS-Guidelines. The MS-Guidelines form a group of structured ...


Keywords: guidelines, taxonomy, visualisation

4 [Chemical education using feelable molecules](#)

 R. Andrew Davies, James S. Maskery, Nigel W. John

June 2009 **Web3D '09: Proceedings of the 14th International Conference**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (2.31 MB)


Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 6, Citation C

Two different approaches for the preparation of novel cost-effective mol
1) are described. The former utilises Perl scripting within a commercial i
generate static / animated H3D scene graphs ...


Keywords: chemistry, education, haptics

5 [Get the job you want in computer graphics](#)

 Pamela Kleibrink Thompson, Fran R. Zandonella, Stan Szymanski

August 2008 **SIGGRAPH '08: SIGGRAPH 2008 classes**

Publisher: ACM  [Request Permissions](#)


Full text available:  Pdf (2.15 MB)

Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 36, Downloads (12 Months): 375, Citat


What does it take to get a job in the computer graphics field? A top care
secrets of how to create an irresistible resume and showcase your talen
want. Sample resumes and demo reels ...

6 [Level set and PDE methods for computer graphics](#)

 David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, R

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM  [Request Permissions](#)


Full text available:  Pdf (17.07 MB)

Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 289, Downloads (12 Months): 1012, Citi


Level set methods, an important class of partial differential equation (P
surfaces implicitly as the level set (iso-surface) of a sampled, evolving r
preparatory material that introduces the ...

7 [Real-time individualized virtual humans](#)

 Nadia Magnenat-Thalmann, Daniel Thalmann

December 2008 **SIGGRAPH Asia '08: SIGGRAPH ASIA 2008 courses**

Publisher: ACM  [Request Permissions](#)


Full text available:  Pdf (11.13 MB)

Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 42, Downloads (12 Months): 143, Citat

This tutorial will present the latest techniques to model fast individualize
Real-Time applications. As a human is composed of a head and a body,
parts can be modeled and globally animated ...

8 [Perception of complex aggregates](#)

 Ganesh Ramanarayanan, Kavita Bala, James A. Ferwerda

August 2008 **SIGGRAPH '08: SIGGRAPH 2008 papers**

Publisher: ACM  [Request Permissions](#)

Full text available:  Mov (25:44 MIN),  Pdf (17.35 MB) **Additional Information:** full citat

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 309, Citations: 0

Aggregates of individual objects, such as forests, crowds, and piles of fruit, are used to study the complexity in computer graphics scenes. When viewing an aggregate, objects are rendered and focus more on overall properties ...

Keywords: aggregates, complexity, perceptually-based modeling

Also published in:

August 2008 **Transactions on Graphics (TOG)** Volume 27 Issue 3

9 [Proceedings of the 4th international conference on Computer Graphics in Australasia and Southeast Asia](#)



Diego Gutierrez, Norhalida Mohd Suaib, Y. T. Lee, Siti Mariyam Shamsuddin
November 2006 **GRAPHITE '06: Proceedings of the 4th international conference on Computer Graphics in Australasia and Southeast Asia**

Publisher: ACM

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citations: 0

Welcome to the GRAPHITE 2006 Technical Papers Program! Here you will find the proceedings of the 4th International Conference on Computer Graphics and Interactive Technologies in Asia. This successful conference continues to grow ...

10 [Context-aware textures](#)



Jianye Lu, Athinodoros S. Georgiades, Andreas Glaser, Hongzhi Wu, Li-Yi Duan
January 2007 **Transactions on Graphics (TOG)**, Volume 26 Issue 1

Publisher: ACM

Full text available: [Request Permissions](#)

Full text available: [PDF \(30.48 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 186, Citations: 0

Interesting textures form on the surfaces of objects as the result of external factors such as biological agents. Simulating these textures is necessary to generate more realistic renderings. The textures formed are progressively ...

Keywords: Aging, data capture, natural phenomenon, realistic rendering

11 [ACM SIGGRAPH Computer Graphics: Volume 36 Issue 1](#)



February 2002 **SIGGRAPH Computer Graphics**

Publisher: ACM

Additional Information: [full citation](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citations: 0

12 [Lighting with paint](#)



Fabio Pellacini, Frank Battaglia, R. Keith Morley, Adam Finkelstein
June 2007 **Transactions on Graphics (TOG)**, Volume 26 Issue 2

Publisher: ACM

Full text available: [Request Permissions](#)

Full text available:

Additional Information:

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 170, Citations

Lighting is a fundamental aspect of computer cinematography that involves configuration of lights to establish mood and enhance storytelling. This repeatedly adjust the parameters of a large set ...

Keywords: Lighting, animation, optimization, painting, rendering


13 [Computing curricula 2001](#)



CORPORATE The Joint Task Force on Computing Curricula

September 2001 **Journal on Educational Resources in Computing (JER)**

Publisher: ACM [Request Permissions](#)

Full text available:  [HTML](#) (2.78 KB),  [PDF](#) (613.63 KB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 101, Downloads (12 Months): 1176, Citations

14 [Flutter: directed random browsing of photo collections with a tangible](#)



John Williamson, Lorna M Brown

February 2008 **DIS '08: Proceedings of the 7th ACM conference on Designing**

Publisher: ACM

Full text available:  [PDF](#) (366.60 KB) Additional Information: [full citation, abstract,](#)

Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 104, Citations

Large collections of photographs are commonplace, and many interfaces for organizing them have been proposed. This work describes the design of a "photo frame" - designed not to navigate or browse collections ...

Keywords: Monte Carlo, browsing, inertial, photo, tangible

15 [3-D virtual worlds made easy](#)

John Peterson, Kendrick Evans

October 2008 **Journal of Computing Sciences in Colleges**, Volume 24 Issue

Publisher: Consortium for Computing Sciences in Colleges

Full text available:  [PDF](#) (35.50 KB) Additional Information: [full citation, abstract,](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 46, Citations

Computer science students can approach 3-D game engine programming at the extreme, advanced students write C++ code that is tightly integrated with the engine from scratch. At the other extreme, a ...

16 [A study of the modification of the speed and size of the cursor for sign](#)



Anatole Lécuyer, Jean-Marie Burkhardt, Chee-Hian Tan

August 2008 **Transactions on Applied Perception (TAP)**, Volume 5 Issue 3

Publisher: ACM [Request Permissions](#)

Full text available:  [PDF](#) (692.82 KB) Additional Information: [full citation, abstract,](#)

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 148, Citations

In previous work on so-called pseudo-haptic textures, we investigated t sensations of texture without haptic devices by using the sole manipulat (a technique called speed technique). In this ...

Keywords: Pseudo-haptic, bump, control/display ratio, cursor, hole, si

17 [Modern approaches to augmented reality](#)

Video files associated with this course are available from the cit

Oliver Gimber, Ramesh Raskar

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (46.17 MB)

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Bibliometrics: Downloads (6 Weeks): 119, Downloads (12 Months): 1129, Citi

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its present examples of state-of-the-art display configurations, appropriate details about hardware and software ...

18 [The VideoMouse: a camera-based multi-degree-of-freedom input de](#)

 Ken Hinckley, Mike Sinclair, Erik Hanson, Richard Szaliski, Matt Conway

November 1999 **UIST '99**: Proceedings of the 12th annual ACM symposium technology

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (283.89 KB)


Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 80, Citation

The VideoMouse is a mouse that uses a camera as its input sensor. A re determines the six degree-of-freedom mouse posture, consisting of 2D and left/right axes, rotation of the mouse about its ...

Keywords: camera-based input, input devices, interaction technique, n rotation, tilt sensing

19 [Real-time volume manipulation](#)

 V. Singh, D. Silver, N. Cornea

July 2003 **VG '03**: Proceedings of the 2003 Eurographics/IEEE TVCG Wor

Publisher: ACM

Full text available:  Pdf (479.03 KB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 49, Citation

In this paper, we describe a set of algorithms and an implementation (c manipulating 3D volumetric objects (datasets). The system utilizes skel users/animators to interactively and intuitively specify ...

Keywords: animation, bounding boxes, deformation, manipulation, mix texture mapping



Photo clip art

Jean-François Lalonde, Derek Hoiem, Alexei A. Efros, Carsten Rother, John August 2007 **SIGGRAPH '07: SIGGRAPH 2007 papers**

Publisher: ACM Request Permissions

Full text available: Mov (24:18 MIN), Pdf (12.30 MB) **Additional Information:** full citation terms

Bibliometrics: Downloads (6 Weeks): 42, Downloads (12 Months): 267, Citations

We present a system for inserting new objects into existing photographs: object library, pre-computed using a publicly available Internet object database, shield the user from all of the arduous tasks ...

Keywords: 3D scene reasoning, blending and compositing, computational object insertion

Also published in:

July 2007 **Transactions on Graphics (TOG)** Volume 26 Issue 3

F

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1 Blowing in the wind

Xiaoming Wei, Ye Zhao, Zhe Fan, Wei Li, Suzanne Yoakum-Stover, Arle Ka
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animation

Publisher: Eurographics Association

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2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, et al.
August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

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Full text available:  Pdf (17.07 MB)

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Bibliometrics: Downloads (6 Weeks): 289, Downloads (12 Months): 1012, Citation

Level set methods, an important class of partial differential equation (PDE)
surfaces implicitly as the level set (iso-surface) of a sampled, evolving surface
with preparatory material that introduces the ...

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3 Real-time individualized virtual humans

Nadia Magnenat-Thalmann, Daniel Thalmann
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Publisher: ACM  [Request Permissions](#)

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Additional Information: [full citation](#), [abstract](#), [bibliometrics](#)

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Anatole Lécuyer, Jean-Marie Burkhardt, Chee-Hian Tan

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6 [Modern approaches to augmented reality](#)




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Publisher: ACM 

Full text available:  Pdf (46.17 MB)

Additional Information: [full citation](#), [appendices](#), [references](#), [index term](#)

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This tutorial discusses the Spatial Augmented Reality (SAR) concept, its applications, and will present examples of state-of-the-art display configurations, appropriate techniques, details about hardware and software ...


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V. Singh, D. Silver, N. Cornea

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Full text available:  Pdf (479.03 KB)


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In this paper, we describe a set of algorithms and an implementation (a system) for manipulating 3D volumetric objects (datasets). The system utilizes skeletal animation to interactively and intuitively specify ...

Keywords: animation, bounding boxes, deformation, manipulation, mix texture mapping

8 [The elements of nature: interactive and realistic techniques](#)

 Oliver Deussen, David S. Ebert, Ron Fedkiw, E. Kenton Musgrave, Przemysław Jos Stam, Jerry Tessendorf

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes


Publisher: ACM  Request Permissions

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Bibliometrics: Downloads (6 Weeks): 162, Downloads (12 Months): 1392, Citations: 1

This updated course on simulating natural phenomena will cover the latest techniques for simulating most of the elements of nature. The presentation includes interactive simulation, and research perspectives ...

9 [A gentle introduction to bilateral filtering and its applications](#)

 Sylvain Paris

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses


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Full text available:  Mov (100:20 MIN),  Pdf (27.35 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

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- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH course for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org/10.1145/1276788.1276789>. Fast bilateral filtering for the display of high-dynamic-range ...

10 [GPGPU: general purpose computation on graphics hardware](#)

 David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Leight

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes


Publisher: ACM  Request Permissions

Full text available:  Pdf (63.03 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

Bibliometrics: Downloads (6 Weeks): 171, Downloads (12 Months): 1470, Citations: 1


The graphics processor (GPU) on today's commodity video cards has evolved into a powerful and flexible processor. The latest graphics architectures provide tremendous computational horsepower, with fully programmable vertex ...

11 [Towards developing assistive haptic feedback for visually impaired individuals](#)

 Ravi Kuber, Wai Yu, Graham McAllister

April 2007 **CHI '07**: Proceedings of the SIGCHI conference on Human factors in computing systems

Publisher: ACM  Request Permissions


Full text available:  Pdf (1.17 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 212, Citations: 1

Haptic technologies are thought to have the potential to help blind individuals experience when accessing the Web. This paper proposes a structured approach for developing targeted haptic sensations for purposes ...

Keywords: blind, design methodology, haptic, participatory design, see

12 [A direct texture placement and editing interface](#)

 Yotam I. Gingold, Philip L. Davidson, Jefferson Y. Han, Denis Zorin

October 2006 **UIST '06: Proceedings of the 19th annual ACM symposium on technology**

Publisher: ACM  Request Permissions


Full text available:  Avi (19:22 MIN),  Pdf (10.32 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 222, Citations

The creation of most models used in computer animation and computer of texture coordinates, texture painting, and texture editing. We present placement and editing based on direct manipulation ...


Keywords: multi-touch interface, surface parameterization, texturing

13 [A role for haptics in mobile interaction: initial design using a handheld](#)

 Joseph Luk, Jerome Pasquero, Shannon Little, Karon MacLean, Vincent Lev

April 2006 **CHI '06: Proceedings of the SIGCHI conference on Human Factors**

Publisher: ACM  Request Permissions


Full text available:  Pdf (1.04 MB) Additional Information: [full citation](#), [abstract](#), [video](#)

Bibliometrics: Downloads (6 Weeks): 49, Downloads (12 Months): 385, Citations

Mobile interaction can potentially be enhanced with well-designed haptic advances have been limited by a vicious cycle whereby inadequate haptic inception of vitalizing applications. We present the first ...

Keywords: design process, display, handheld interaction, haptic, laterals multimodal, tactile

14 [Seeing, hearing, and touching: putting it all together](#)

 Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensin


August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM  Request Permissions



Full text available:  Pdf (20.64 MB) Additional Information: [full citation](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 377, Downloads (12 Months): 1767, Citations

15 [Communications of the ACM: Volume 51 Issue 11](#)


 November 2008 Communications of the ACM

Publisher: ACM

Full text available:  Digital Edition,  Pdf (8.26 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 438, Downloads (12 Months): 2983, Citations

16 [Modern approaches to augmented reality](#)

 Oliver Bimber, Rameshaskar

July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Courses**

Publisher: ACM  Request Permissions


Full text available:  Pdf (48.93 MB)

Additional Information: [full citation](#), [abstract](#), ;

Bibliometrics: Downloads (6 Weeks): 65, Downloads (12 Months): 551, Citatio

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its will present examples of state-of-the-art display configurations, appropriate techniques, details about hardware and software ...

17 [SLAP widgets: bridging the gap between virtual and physical control](#)

 [Malte Weiss](#), [Julie Wagner](#), [Yvonne Jansen](#), [Roger Jennings](#), [Ramsin Khoshdel](#), [Borchers](#)

April 2009 **CHI '09: Proceedings of the 27th international conference on human factors in computing systems**

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Bibliometrics: Downloads (6 Weeks): 194, Downloads (12 Months): 359, Citatio

We present Silicone iLluminated Active Peripherals (SLAP), a system of use on multitouch tabletops. SLAP Widgets are cast from silicone or maple knobs, keyboards, and buttons. They add ...

Keywords: augmented virtuality, dynamic relabeling, multi-touch, tabletop interfaces, toolkit, transparent widgets

18 [Modern approaches to augmented reality](#)

 [Oliver Bimber](#), [Ramesh Raskar](#)

July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses**

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Full text available:  Pdf (2.45 MB) Additional Information: [full citation](#), [abstract](#), ;

Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 279, Citatio

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1 Using guidelines to assist in the visualisation design process

Keith V. Nesbitt

January 2005 **APVis '05: proceedings of the 2005 Asia-Pacific symposium on visualization - Volume 45**, Volume 45

Publisher: Australian Computer Society, Inc.

Full text available:  Pdf (369.15 KB)


Additional Information: [full citation](#), [abstract](#),

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The design process of any visualisation involves many design decisions. The design decisions is to provide guidelines. This paper introduces the MS-Guidelines form a group of structured ...

Keywords: guidelines, taxonomy, visualisation

2 Chemical education using feelable molecules

 R. Andrew Davies, James S. Maskery, Nigel W. John
June 2009 **Web3D '09: Proceedings of the 14th International Conference on 3D Web**

Publisher: ACM  Request Permissions

Full text available:  Pdf (2.31 MB)


Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 6, Citation C


Two different approaches for the preparation of novel cost-effective molecules are described. The former utilises Perl scripting within a commercial software package to generate static / animated 3D scene graphs ...

Keywords: chemistry, education, haptics

3 Level set and PDE methods for computer graphics

 David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, et al.
August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM  Request Permissions


Full text available:  Pdf (17.07 MB)

Additional Information: [full citation](#), [abstract](#),


Bibliometrics: Downloads (6 Weeks): 289, Downloads (12 Months): 1012, Citation C

Level set methods, an important class of partial differential equation (PDE) methods, are used to represent surfaces implicitly as the level set (iso-surface) of a sampled, evolving scalar field. This preparatory material that introduces the ...

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- 4 [An initial usability assessment for symbolic haptic rendering of music](#)
Meghan Allen, Jennifer Gluck, Karon MacLean, Erwin Tang
October 2005 **ICMI '05**: Proceedings of the 7th international conference on
Publisher: ACM

Full text available:  Pdf (131.00 KB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 46, Citation

Current methods of playlist creation and maintenance do not support us context. Furthermore, they do not scale: studies show that users with large abandoned the concept of playlists. To remedy the ...

Keywords: digital music, force feedback, haptics, mp3, music classification, creation, vibrotactile feedback

- 5 [ACM SIGGRAPH Computer Graphics: Volume 36 Issue 1](#)

February 2002 SIGGRAPH Computer Graphics

Publisher: ACM

Additional Information: [full citation](#), [index terms](#)



Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation

- 6 [Computing curricula 2001](#)

 CORPORATE The Joint Task Force on Computing Curricula

September 2001 **Journal on Educational Resources in Computing (JER)**

Publisher: ACM 

Full text available:  Html (2.78 KB),  Pdf (613.63 KB) Additional Information: [full citation](#)


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- 8 [Modern approaches to augmented reality](#)

 **Video files associated with this course are available from the citation**

Oliver Bimber, Ramesh Baskar

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses

Publisher: ACM 

Full text available:  Pdf (46.17 MB)

Additional Information: [full citation](#), [appendix](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 119, Downloads (12 Months): 1129, Citation

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its present examples of state-of-the-art display configurations, appropriate details about hardware and software ...

9 [Crossmodal congruence: the look, feel and sound of touchscreen widgets](#)



Eve Hoggan, Topi Kaareoja, Pauli Laitinen, Stephen Brewster

October 2008 **IMCI '08**: Proceedings of the 10th international conference on

Publisher: ACM

Full text available: Pdf (1.73 MB)

Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 137, Citations

Our research considers the following question: how can visual, audio and a congruent manner for use with touchscreen graphical widgets? For example, presents different styles of visual buttons, ...

Keywords: auditory/tactile/visual congruence, crossmodal interaction, touchscreen widgets

10 [Application of advanced rendering and animation techniques for 3D animation](#)



Miao Song, Peter Grogono

May 2009 **C3S2E '09**: Proceedings of the 2009 C3S2E conference

Publisher: ACM

Full text available: Pdf (1.78 MB)

Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 0, Citation C

This work focuses on the analysis and review of most prominent advanced techniques in the computer graphics used for 3D games, some of which physically based softbody simulation framework we designed ...

Keywords: OpenGL, collision detection, deformation, elastic objects, fr modeling, real-time, soft-body

11 [Illuminating clay: a 3-D tangible interface for landscape analysis](#)



Ben Piper, Carlo Ratti, Hiroshi Ishii

April 2002 **CHI '02**: Proceedings of the SIGCHI conference on Human Factors in Computing Systems
Changing our world, changing ourselves

Publisher: ACM




Full text available: Pdf (1.50 MB)

Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 30, Downloads (12 Months): 148, Citations




This paper describes a novel system for the real-time computational analysis of the system - called Illuminating Clay - alter the topography of a clay changing geometry is captured in real-time by ...

Keywords: 3D laser scanner, DEM, GIS, landscape design, physical modeling

-  [Exploring Visual and Motor Accessibility in Navigating a Virtual World](#)
Shari Trewin, Mark Laff, Vicki Hanson, Anna Cavender
June 2009 **Transactions on Accessible Computing (TACCESS)** , Volume 1
Publisher: ACM  [Request Permissions](#)
Full text available:  Pdf (3.18 MB) **Additional Information:** [full citation](#), [abstract](#),
Bibliometrics: Downloads (6 Weeks): 71, Downloads (12 Months): 71, Citation


For many millions of users, 3D virtual worlds provide an engaging, immersive synergistic combination of visual realism with dynamic control of the user world. For individuals with visual ...

Keywords: 3D, accessibility, audio interfaces, cerebral palsy, input, virtual




- 13 [A role for haptics in mobile interaction: initial design using a handheld](#)
 Joseph Luk, Jerome Pasquero, Shannon Little, Karon MacLean, Vincent Lev
April 2006 **CHI '06: Proceedings of the SIGCHI conference on Human Factors**
Publisher: ACM  [Request Permissions](#)
Full text available:  Pdf (1.04 MB) **Additional Information:** [full citation](#), [abstract](#),
Bibliometrics: Downloads (6 Weeks): 49, Downloads (12 Months): 385, Citation


Mobile interaction can potentially be enhanced with well-designed haptic advances have been limited by a vicious cycle whereby inadequate haptic of vitalizing applications. We present the first ...

Keywords: design process, display, handheld interaction, haptic, lateral tactile

- 14 [Proceedings of the 2009 ACM symposium on Applied Computing](#)
 Sung Y. Shin, Sascha Ossowski
March 2009 **SAC '09: Proceedings of the 2009 ACM symposium on Applied Computing**
Publisher: ACM
Additional Information: [full citation](#), [abstract](#)
Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation

On behalf of the Organizing Committee, we welcome you to the 24th ACM Computing (SAC 2009) hosted by Chaminade University in Hawaii. This dedicated to computer scientists, engineers and practitioners ...

- 15 [Seeing, hearing, and touching: putting it all together](#)
 Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensin
August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**
Publisher: ACM  [Request Permissions](#)
Full text available:  Pdf (20.64 MB) **Additional Information:** [full citation](#), [cited by](#)
Bibliometrics: Downloads (6 Weeks): 377, Downloads (12 Months): 1767, Citation

- 16 [Organic user interfaces: designing computers in any way, shape, or](#)
 David Holman, Roel Vertegaal
June 2008 **Communications of the ACM** , Volume 51 Issue 6

Publisher: ACM  [Request Permissions](#)

Full text available:  Digital Edition ,  HTML (34.20 KB),  PDF (1.15 MB) Additional In

Bibliometrics: Downloads (6 Weeks): 64, Downloads (12 Months): 834, Citati

Displays on real-world objects allow more realistic user interfaces.

- 17 [Feel-good touch: finding the most pleasant tactile feedback for a mo](#)
Emilia Koskinen, Topi Kaaresoja, Pauli Laitinen
October 2008 **IMCI '08: Proceedings of the 10th international conference o**
Publisher: ACM

Full text available:  PDF (457.94 KB) Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 240, Citati

Earlier research has shown the benefits of tactile feedback for touch scr
performance, usability and user experience. In our current research the
understanding the characteristics of a tactile click ...

Keywords: mobile touch screen interaction, tactile feedback pleasantn

- 18 [Modern approaches to augmented reality](#)
Oliver Bimber, Ramesh Raskar
July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Courses**

Publisher: ACM  [Request Permissions](#)
Full text available:  PDF (48.93 MB) Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 65, Downloads (12 Months): 551, Citati

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present examples of state-of-the-art display configurations, appropriate
details about hardware and software ...



- 19 [Modern approaches to augmented reality](#)
Oliver Bimber, Ramesh Raskar
July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses**

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Full text available:  PDF (2.45 MB) Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 279, Citati

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its
present examples of state-of-the-art display configurations, appropriate
details about hardware and software ...

- 20 [Communications of the ACM: Volume 51 Issue 6](#)
June 2008 Communications of the ACM
Publisher: ACM

Full text available:  Digital Edition ,  PDF (8.89 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 317, Downloads (12 Months): 2788, Citi

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